



**INSTRUCTION BOOKLET**



**CAPCOM**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# CAPTAIN COMMANDO™

## A Special Message from CAPCOM

Thank you for selecting CAPTAIN COMMANDO, the latest addition to CAPCOM's library of arcade games for your Super Nintendo Entertainment System. Following such hits as Knights of the Round and Super Street Fighter II, Captain Commando continues the tradition of action packed games for the whole family.

CAPTAIN COMMANDO features colorful, state-of-the-art high resolution graphics, animation and stereo sound. We at CAPCOM are proud to bring you this thrilling new addition to your video game library.

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

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## CAPCOM®

CAPCOM USA, Inc.  
475 OAKMEAD PARKWAY  
SUNNYVALE, CA 94086

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# GETTING STARTED

1

Set up your Super Nintendo Entertainment System and plug a controller into the controller #1 plug. For a two-player game, plug in 2 controllers.

2

Insert your CAPTAIN COMMANDO Game Pak into your Super Nintendo Entertainment System and turn the power on. The title screen will appear after the CAPCOM logo.

3

A demonstration game and profiles of each character will begin if you do not begin playing right away. To return to the TITLE screen from a demo, press the START button.

4

When the TITLE screen appears, you have three choices: 1 PLAYER, 2 PLAYER and OPTIONS. The 1 PLAYER and 2 PLAYER modes allow you to begin playing the game, while the OPTIONS mode lets you adjust certain features of the game. For an explanation of the OPTIONS mode, see page 17.

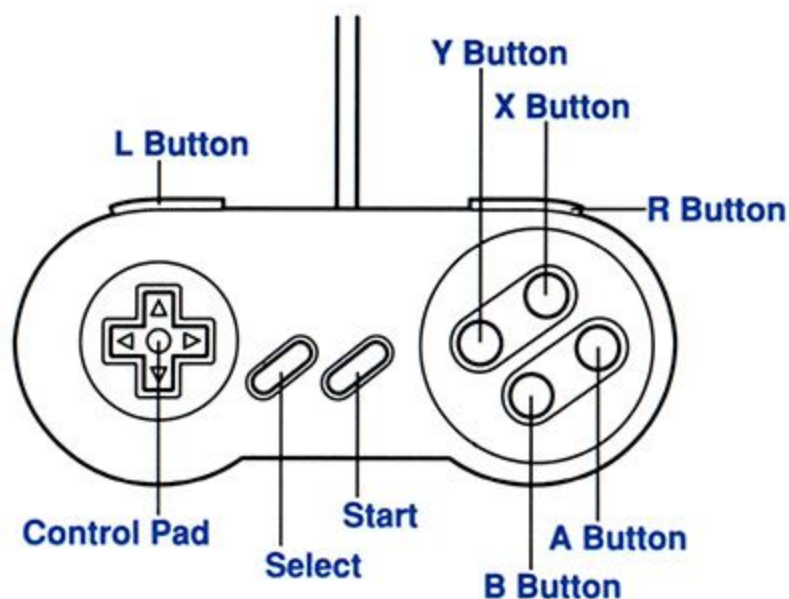
## GETTING STARTED, CONT.

5

While choosing 2 PLAYER from the TITLE screen lets you play a 2-player game, if you select 1 PLAYER from the TITLE screen you may still play a 2-player game by pressing the START button on controller #2 at the character select screen.

6

To end the game at any time, simply turn off the power on your Super Nintendo Entertainment System and remove the Game Pak. Make sure to replace the plastic cover on your CAPTAIN COMMANDO Game Pak.



# CAPTAIN COMMANDO VS. SCUMOCIDE

In the not-so-distant future, the Milky Way galaxy becomes infested by a corrupt group of mutants. Their utmost goal is to control all activity in other nearby galaxies, then move on to taking over the entire universe. This group is known by many names, but their enemies call the leader SCUMOCIDE.

But not many are strong enough to call themselves enemy of SCUMOCIDE. Until one Earthling of staunch character forms an elite commando team to undermine the advancements of SCUMOCIDE.



It is 2026. CAPTAIN COMMANDO and his three faithful rogues rise up to erase the crime from Planet Earth and the Milky Way. It won't be an easy crusade to keep SCUMOCIDE from controlling the universe. Many of the leaders are highly-trained criminals with no regard for decency.

Can the Commando Team save all existence from these criminals? Or will the secret evil power SCUMOCIDE possesses be too much for three beings to destroy? The risks must be taken, and the consequences must be ignored.

# COMMANDO TEAM

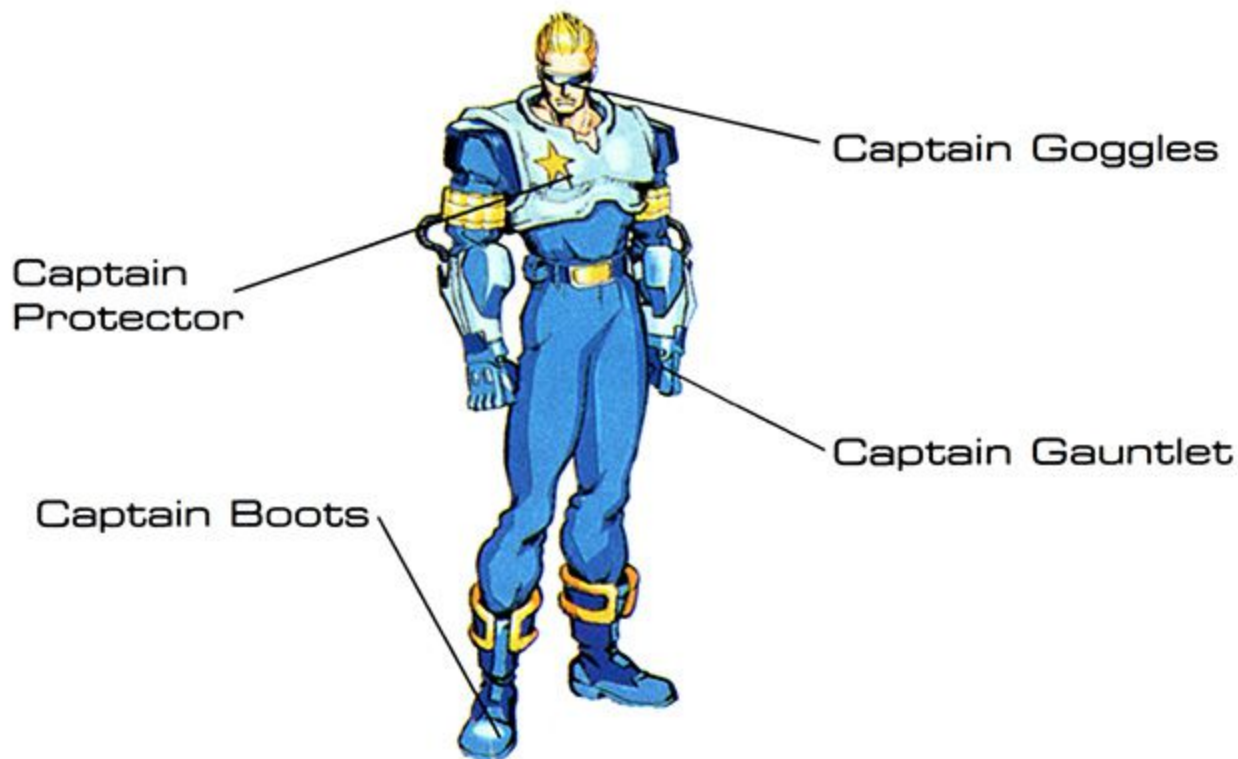


## CAPTAIN COMMANDO

CAPTAIN COMMANDO leads the Commando Team into battle against SCUMOCIDE. His natural gifts include a powerful mind and a strong body. He also uses his "Energy Glove," which is capable of shooting mighty bolts of electricity and fire.

CAPTAIN COMMANDO'S Dash Attacks include the "Captain Kick" and the "Captain Cannon," which torches the enemy with a blast of flame. He can also grab his opponent and kick their stomach or throw their whole body.

## COMMANDO TEAM, CONT.



### CAPTAIN GOGGLES

Goggles allow the wearer to identify a criminal's face up to 2 kilometers, by comparing visual with a data base.

### CAPTAIN PROTECTOR

Made of super-tough titanium ceramic, this protective matter withstands heat of up to 1000 degrees.

### CAPTAIN GAUNTLET

Can smash through a thick iron plate. Multiplies user's power by 48 times.

### CAPTAIN BOOTS

Possible for user to take 100-meter fall with no damage.



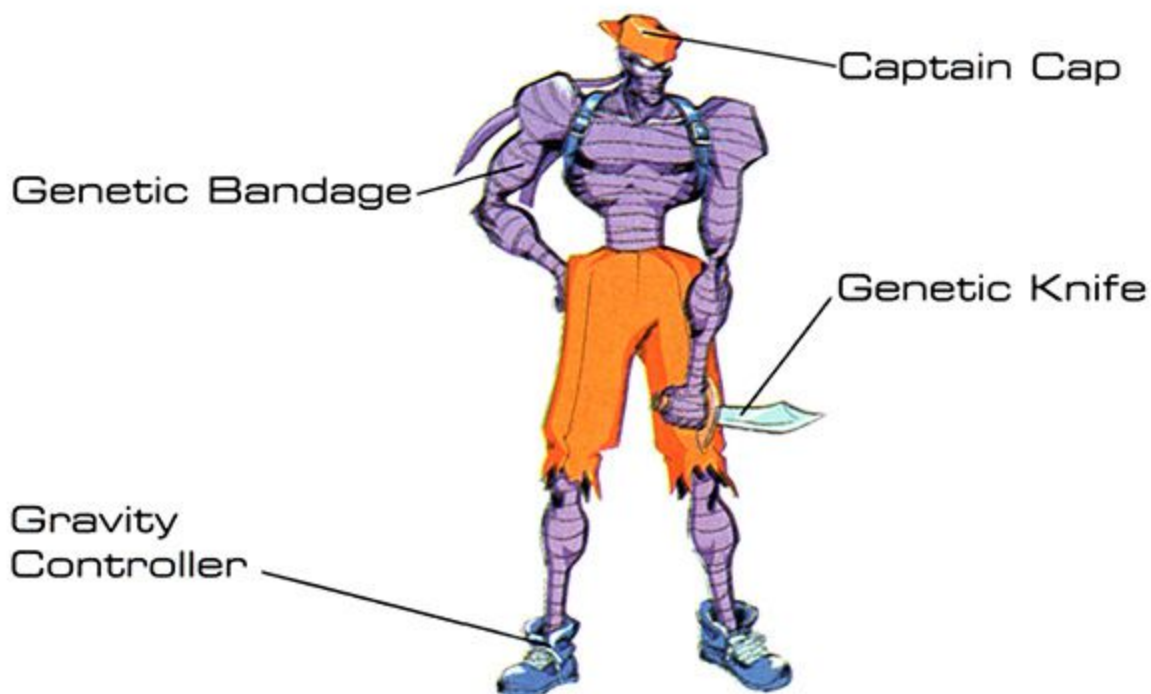
# COMMANDO TEAM, CONT.

## MACK THE KNIFE

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An extra-terrestrial being, Mack the Knife always seems cool and collected. He was recruited by CAPTAIN COMMANDO for the fight on Earth. Mack's bandage wrap protects him from the harmful atmosphere on Earth and hinders movement slightly. But he uses sub-sonic knives which melt any enemy he hits. His spinning attack is extremely fearsome.

Mack the Knife's Dash Attacks include the "Double Trouble" and the "Sky Assault." Mack can also grab his enemy and either stick or throw them.



### CAPTAIN CAP

A souvenir from his first meeting with CAPTAIN COMMANDO.

# COMMANDO TEAM, CONT.

## GENETIC BANDAGE

Life-sustaining equipment for survival while submerged in Earth's oxygen-rich atmosphere.

## GENETIC KNIFE

Melts all matter.

## GRAVITY CONTROLLER

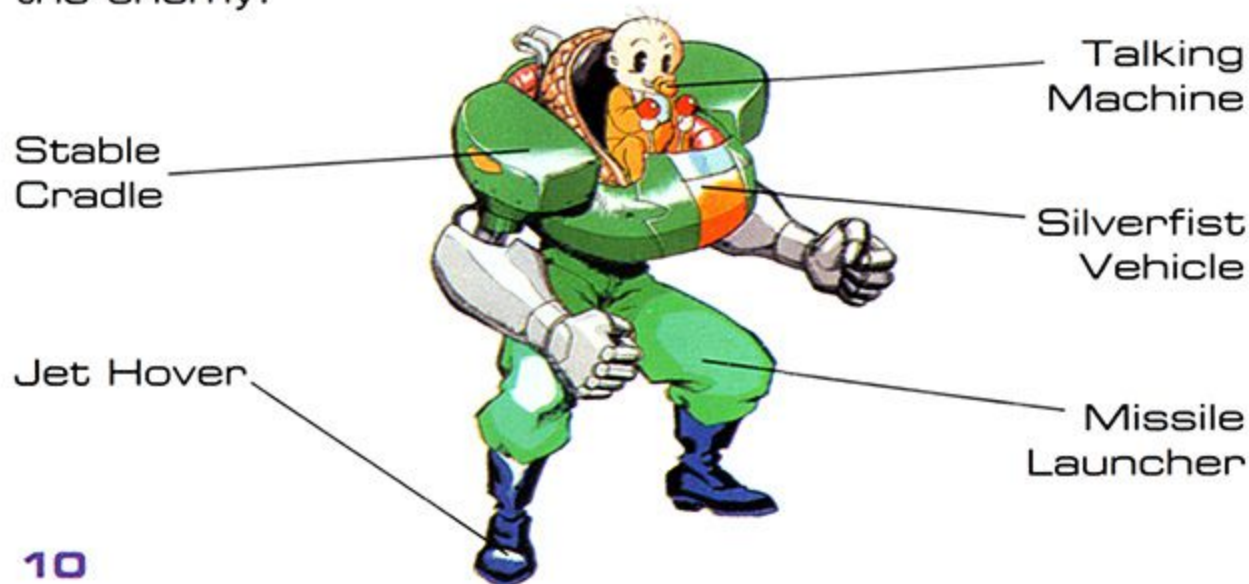
Adjusts gravitational pull when on different planets so it's best for the battle.

## BABY HEAD

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Baby Head consists of a strong and quick robot body. It is controlled by a super-genius baby who designed the robot himself.

His Dash Attacks are the "Rolling Punch" and the "Elbow Smash." Baby Head can also grab his enemy and do either a knee kick, a "pile-driver" or toss the enemy.



# COMMANDO TEAM, CONT.

## TALKING MACHINE

Looks like a baby's pacifier, it can speak the 3 million languages of the cosmos.

## SILVERFIST VEHICLE

Friends call it "Baby Carriage." Consists of 12,000 horsepower, 582 kilograms of bodyweight and mounts a fuzzy-logic control.

## MISSILE LAUNCHER

The leg is a missile production facility.

## JET HOVER

Used for high-speed position shifting.

## STABLE CRADLE

Protects the robot from rocking off its base, no matter how far it's tilted.

## **GINZU THE NINJA**

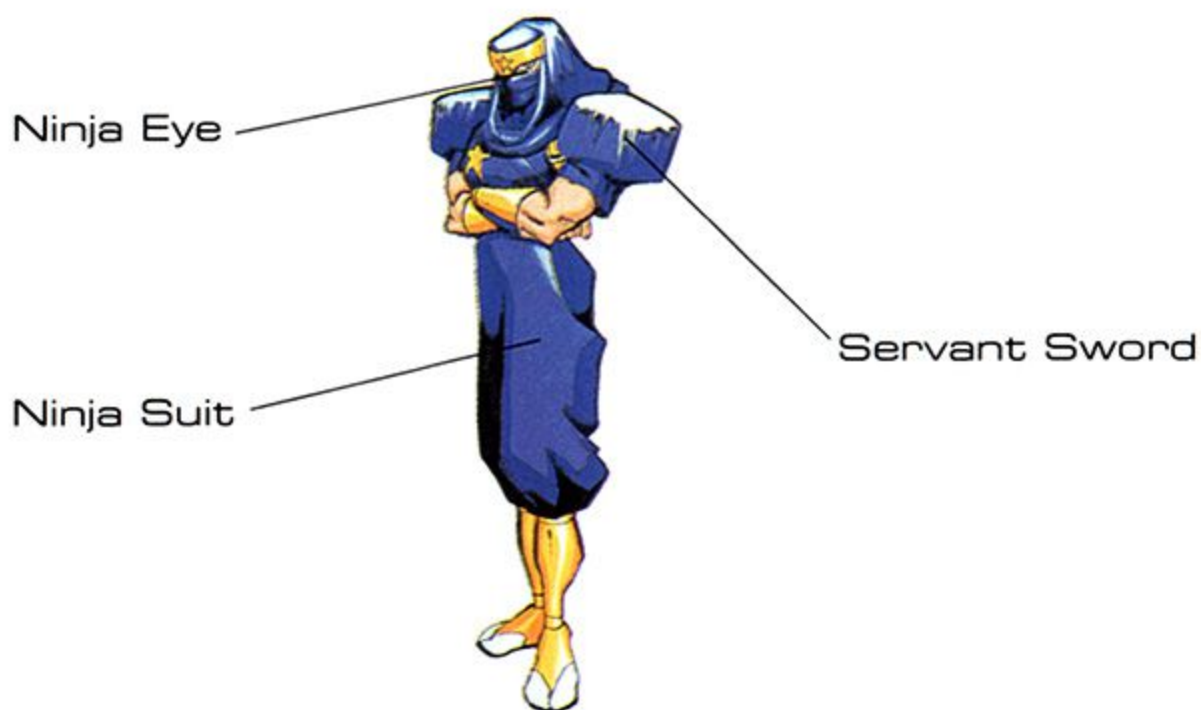
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A highly trained ninja and successor to Bushin-ryu Ninpo. His razor-sharp sword is capable of cutting an opponent in two. His smoke bomb shrouds him in a smoke screen, and when the smoke explodes all enemy in the vicinity pay dearly.

Ginzu's Dash Attacks are called "Iaizuki" and "Flying Katana." He can also grab enemy and kick

## COMMANDO TEAM, CONT.

their stomach or do a shoulder throw or an overhead throw.



### NINJA EYE

Identifies enemies at 500 meters in pitch darkness.

### SERVANT SWORD

Serves no one but Ginzu. Named the Lightning Light, it cuts things apart at atomic levels.

### NINJA SUIT

Tougher than iron. Softer than silk.

# DASH ATTACKS & SURE-KILL TECHNIQUES

Dash Attacks are performed identically for each of the Commando Team. Use the control pad to move the character, and then jump or attack based on how you have configured your buttons. The Sure-Kill Techniques will drain some of your character's energy when damage is done to enemy.

Here are the default controls, but for more on how to adjust the controls see **OPTIONS**, page 17.



## Attack

Grab an enemy, then punch, kick or throw

Press the **Y** button

When next to an enemy, press control pad toward enemy and press the **Y** button repeatedly

## Dash

Press control pad forward twice quickly

## Dash Attack

Dash, then press the **Y** button

## Sure-Kill Technique

Press the **A** button, or press **B** and **Y** together

# DASH ATTACKS & SURE-KILL TECHNIQUES, CONT.



Captain Corridor

Captain Cannon

Captain Kick

## CAPTAIN COMMANDO

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Press the **A** button, or  
press **B** and **Y** together

Dash then press the **B**  
button. While in the air,  
press the **Y** button

Dash, then press the  
**Y** button



Spinning Attack

Double Trouble

Sky Assault

## MACK THE KNIFE

---

Press the **A** button, or  
press **B** and **Y** together

Dash, then press the  
**Y** button

Dash, then press the **B**  
button. While in the air,  
press the **Y** button

# DASH ATTACKS & SURE-KILL TECHNIQUES, CONT.



## BABY HEAD

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Knee Rocket

Press the **A** button, or press **B** and **Y** together

Rolling Punch

Dash, then press the **Y** button

Elbow Smash

Dash, then press the **B** button. While in the air, press the **Y** button

Pile-Driver

Grab enemy, then press the **B** button. While in the air, press the **Y** button



## GINZU THE NINJA

---

Smoke Bomb

Press the **A** button, or press **B** and **Y** together

Iaizuki

Dash, then press the **Y** button

Flying Katana

Dash, then press the **B** button. While in the air, press the **Y** button

## BRIEFINGS FROM CAPTAIN COMMANDO

- ★ Pick up items like food and weapons by standing over the item, then press the **Y** button.
- ★ Be sure to recover as many stolen items as you can. These items are stolen artifacts of human life, and if you recover them they are quite valuable.
- ★ When attacking a leader, try inflicting several hits then back away. Eventually the leader will break through a quick barrage and damage you, so move away from it before it gets the chance to hurt you.
- ★ You may stumble upon some enemy controlling robotic attack vehicles. Attack the enemy so they fall off the robot, then jump onto the robot and use it for a short period of time. There are several types of robots, so use the Attack button to experiment with the robot's powers.
- ★ Since your Sure-Kill Techniques use up some of your energy, use these only when the action gets especially heated.
- ★ Once all your lives run out, and you have some continues left, you may change your character without restarting your game. Press the control pad left or right to change the face of the character at the top of the screen, then press the **Y** button to select that character.



# OPTIONS

The option mode lets you adjust the difficulty of your game, change the button configuration or switch the game sound from stereo to monaural depending on the capability of your T.V.

## DIFFICULTY

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Press the control pad up or down until DIFFICULTY is highlighted. Then press left or right to change the difficulty.

## ATTACK, JUMP, SPECIAL

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Highlight any of these three options. Then press the control pad left or right to choose the button you want to have as your attack button, jump button and Special/Sure-Kill button.

## SOUND MODE

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Highlight SOUND MODE. Then press the control pad left or right to choose between STEREO sound and MONAURAL (mono) sound.





# WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.  
475 Oakmead Parkway  
Sunnyvale, California 94086

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

## REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$15.00 payment refunded.

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**Consumer Service Department**  
**475 Oakmead Parkway**  
**Sunnyvale, California 94086**

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**8:30 a.m. to 5:00 p.m. (PST)**  
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**E-mail**  
**74774,1402 @ compuserve.com**

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